

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS

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Claim 1 (Original) A gaming apparatus comprising:

- a portable biometric data storage device storing first biometric data for at least a first user;
- a gaming terminal, configured for playing at least first game;
- a reader, coupled to the gaming terminal which receives said first biometric data stored on said biometric data storage device;
- a biometric measurement device for measuring biometric data of a user to provide measured biometric data; and
- a comparator for comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match.

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Claim 2 (Original) Apparatus as claimed in Claim 1, wherein:

said biometric data storage device is provided in a card having a thickness less than about 0.05 inches.

Claim 3 (Original) Apparatus as claimed in Claim 2, wherein:

said card includes a microprocessor.

Claim 4 (Original) Apparatus as claimed in Claim 2, wherein:

said card is a debit card.

Claim 5 (Original) Apparatus as claimed in Claim 2, wherein:

said card further stores the current account balance for an account established for said first user.

Claim 6 (Original) Apparatus as claimed in Claim 1, wherein:

said biometric measurement device is selected from among:

a thumb print scanner;

a fingerprint scanner;

a retina scanner;

a iris scanner;

an ear scanner;

a voice data sensor;

a facial scanner; or

an infrared scanner.

Claim 7 (Original) A gaming terminal comprising:

at least a first control device which initiates or controls playing of a game;

at least a first output device which outputs results of game play;

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a biometric measurement device which obtains biometric measured information relating to a prospective game player;

a microprocessor which compares said measured biometric information to stored biometric information;

said microprocessor configured to charge wagers, in connection with said game, against a pre-established account only if said measured biometric information sufficiently closely matches said stored biometric information; and

wherein said gaming terminal is provided in the absence of coin handling, token handling or currency handling equipment.

Claim 8 (Original) A gaming method comprising:
storing first biometric data for at least a first user in a portable biometric data storage device;
a gaming terminal;
coupling a reader to a gaming terminal, configured for playing at least first game, wherein said reader receives said first biometric data stored on said biometric data storage device;
measuring biometric data of a user to provide measured biometric data; and
comparing said measured biometric data to said first biometric data and outputting at least a first notification if there is an absence of match.

Claim 9 (Original) A method as claimed in Claim 8, wherein:
said step of storing includes storing in a card having a thickness less than about 0.05 inches.

Claim 10 (Original) A method as claimed in Claim 9, wherein:
said card includes a microprocessor.

Claim 11 (Original) A method as claimed in Claim 9, wherein:
said card is a debit card.

Claim 12 (Original) A method as claimed in Claim 8, further comprising:
storing, on said biometric data storage device, the current account balance for an account established for said first user.

Claim 13 (Original) A method as claimed in Claim 8, wherein:

said step of measuring includes a step selected from among:

scanning a thumb print;

scanning a fingerprint;

scanning a retina;

scanning an iris;

scanning an ear;

sensing voice data; or

scanning a face.

Claim 14 (Original) A gaming method comprising:

initiating or controlling playing of a game using at least a first control device;

outputting results of game play using at least a first output device;

obtaining biometric measured information relating to a prospective game player using a biometric measurement device;

comparing said measured biometric information to stored biometric information;

charging wagers, in connection with said game, against a pre-established account only if said measured biometric information sufficiently closely matches said stored biometric information; and

wherein said gaming terminal is provided in the absence of coin handling, token handling or currency handling equipment.

Claim 15 (Original) A gaming apparatus comprising:

portable means for storing first biometric data for at least a first user;

gaming terminal means for playing at least first game;

reader means for receiving said first biometric data stored on said portable
means for storing;

means for measuring biometric data of a user to provide measured biometric
data; and

means for comparing said measured biometric data to said first biometric data
and outputting at least a first notification if there is an absence of match.

Claim 16 (Original) Apparatus as claimed in Claim 15, wherein:

said means for storing is provided in a card having a thickness less than about
1/4 inch.

Claim 17 (Original) Apparatus as claimed in Claim 15, wherein:

said means for storing includes a microprocessor.

Claim 18 (Original) Apparatus as claimed in Claim 15, wherein:

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said means for storing further stores the current account balance for an account
established for said first user.

Claim 19 (Original) Apparatus as claimed in Claim 15, wherein:

said means for measuring is selected from among:

a thumb print scanner means;

a fingerprint scanner means;

a retina scanner means;

a iris scanner means;

an ear scanner means;

a voice data sensor means; or

a facial scanner means.

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Claim 20 (Original) A gaming terminal comprising:

means for initiating or controlling playing of a game;

means for outputting results of game play;

means for obtaining biometric measured information relating to a prospective game player;

means for comparing said measured biometric information to stored biometric information;

means for charging wagers, in connection with said game, against a pre-established account only if said measured biometric information sufficiently closely matches said stored biometric information; and

wherein said gaming terminal is provided in the absence of coin handling, token handling or currency handling equipment.

Claim 21 (New): A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

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- (a) creating a first authenticator;
- (b) entering at least one more authenticator in the form of biometric data;
- (c) associating said first authenticator and said at least one more authenticator with a player;
- (d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators, where said first authenticator is a data storage device.

Claim 22 (New): A method for creating a player identification usable in a gaming environment and having at least two authenticators, the method comprising:

(a) creating a first authenticator;
(b) entering at least one more authenticator in the form of biometric data;
(c) associating said first authenticator and said at least one more authenticator with a player and further identifying said first authenticator as an authenticator that will be the authenticator used for searching and identifying said player in a player identification database; and

(d) providing player identification at a game device having an associated biometric reader using said first authenticator and at least one of said at least one more authenticators.

Claim 23 (New): A method for enabling electronic transfers using at least two authenticators where any authenticator that is not the first authenticator uses biometric data, in a gaming environment while using a game device having an associated biometric reader, the method comprising:

A2 (a) having a first authenticator readable by a reader associated with said game device;

(b) having a second authenticator different from said first authenticator and readable by a reader associated with said game device;

(c) having an entry in a player identification database, where said entry further comprises first authenticator data and second authenticator data;

(d) uniquely associating a player using a game device with an entry in said player identification database and recognizing a player request for an electronic transfer;

(e) acknowledging a desired electronic transfer;

A2 (f) using said second authenticator to confirm and authorize said desired
electronic transfer.

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